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SOS™

INSTRUCTION BOOKLET

VIC TOKAI

SUPER NINTENDO ENTERTAINMENT SYSTEM

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PROLOGUE

IN THE MIDDLE OF AN UNEXPECTED STORM,

THE SEA VOYAGE REACHED THE HEIGHT OF DIFFICULTY.

HEAVY BLACK SEA WATER HAS FLOODED THE ENTIRE LENGTH.

THE HULL OF THE ELEGANT PASSENGER SHIP IS SHAKEN

WITH THE FORCE OF IMPACT.

INTRODUCTION OF CHARACTERS

CAPRIS WISHER

Architect. He is returning home on this ship with Amy, the daughter of Capris's soldier father and his second wife. His father died four years ago - Amy's mother followed soon after. Capris decided to take his grieving step-sister along, but as time went by, he began to feel that she was nothing but a burden to him. He is pained at having to take care of her the way he knows a brother should, and is bothered by his guilty conscience at having possibly betrayed her.

If he has a problem, it is not one of physical strength. Rather, his guarded way of speaking tends to distance him from other people. He has a strong will to live, but at the same time he has a degree of heartlessness in dealing with other people. He would be an advantageous character in an escape. He starts from a corridor in front of the hall.

REDWIN GARDNER

Counselor. He is a doubtful person, but, even while maintaining that viewpoint, he is passionately respectful of the will of man. Because his occupation makes him sensitive to that kind of belief, he has spent the last six years as a counselor in a developing country, and has lived a complicated life.

Now he has been invited to be on the maiden voyage of the ship, where he is well spoken of. He has proven that he is a man who can rely on a strong will.

LUKE HAINES

Second Class Navigation Officer of ship. Chiefly concerned with duties on the bridge. A strong sense of responsibility and ability to act, places him top among his colleagues. He has earned the trust of Captain Phillips.

His pure character can be a disaster. When up against bureaucratic government officials, his impulsive nature gets the best of him. Because of that, the impression government officials have of him is that he is definitely different from his colleagues.

The youngest of the heros, perfect in body strength. If he has any faults, it is probably his lack of cunning and inability to guess other people's motives. His strong sense of "duty first" is wasted, and his lack of authority frustrates him. Don't forget that he has a map of the interior of the ship. He starts from the bridge of the ship.

JEFFREY HOWELL

Doctor in private practice in a town of 12,000 people. As a doctor for 20 years, he is famous in his town. After announcing that he wanted to get away from the rat race for a while, he has taken this cruise with his beloved wife.

He has an excellent reputation, and is efficient in his work. He has a dignified personality and a gentle manner of speaking. He leaves people with a good feeling about him. He's a brilliant orator, but, if you talk to his wife, she might tell you he's not such a great man, after all.

Because of his age you can't expect him to be very strong. But, because of his wealth of experience and powers of persuasion, he is a powerful weapon.
Of course, as a doctor, he can use his powers of healing to the fullest, and would be advantageous in an escape. He has a high-class urban outlook, and is a deep character. He starts out from the first-class cabins.

Object of the Game, and How to Start

The object of the game is to rescue the other passengers and escape from the capsized luxury liner. The allowed time is 60 minutes. The ship is gradually capsizing, and will eventually sink.

When you start the game, the Player Select screen will appear. Use the Control Pad to select a character to play, and use any button to enter your choice. Once you've chosen your character, the opening scenario will start.

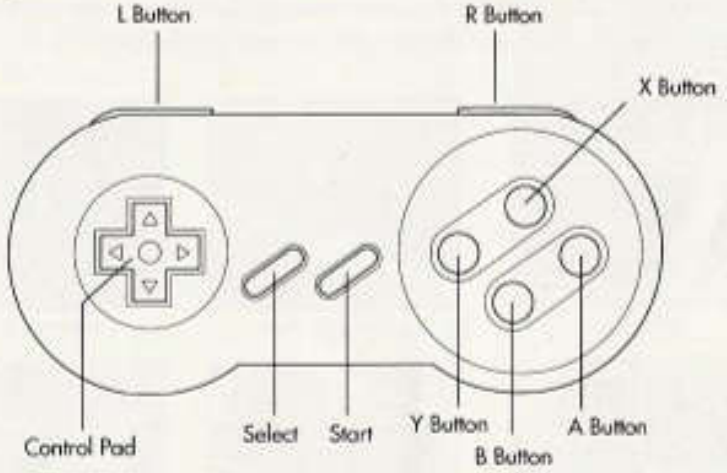
After the opening event is a free time period. You can freely walk around the ship, and engage others in conversation.

Eventually the ship will be hit by a giant wave, and will capsize. If you don't find a hatch and escape within 60 minutes, the ship will go down with you aboard.

Of course there are still people left alive inside. By talking to them, and finding solutions for various problems along the way, you can add them to your party and take them along on your escape. By becoming the leader and using precise judgement, you can lead these people to the escape hatch.

If you successfully escape from the ship, the game is over. Rescue as many people as you can, and bring the adventure to a happy ending.

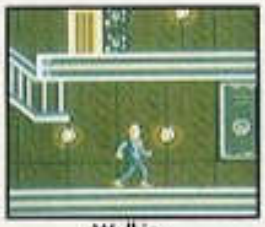
Use of the Controller



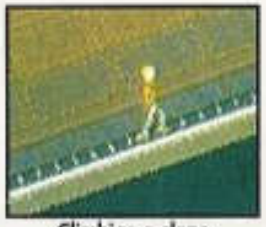
Control Pad	Used to move your character
A Button	Reduce map
B Button	Used to jump and enlarge map
X Button	Used to talk with other people when the COMMUNICATION or ANSWER sign appears. Also used when you see messages displayed (See page 12).
Y Button	Used to open doors, and to give orders to passengers.
L R Button	When a Direction Arrow appears, the people will assemble at that spot (See page 14). In map screen, L rotates map counter clockwise R rotates map clockwise
SELECT	Shows the map (See page 11).
START	Used to pause the game during play. Pushing SELECT and START simultaneously will skip the opening scene.

Control Pad **Used to move your character**

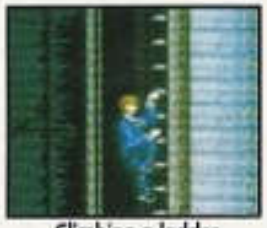
In order to move around in the labyrinth of the ship, you will have to climb stairs, ladders, and the frame of the ship, crawl through water, and perform various other actions. Use these actions wisely to surmount any dangers.



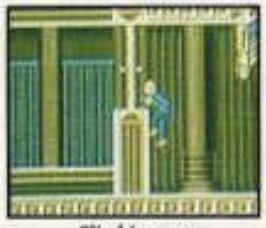
Walking



Climbing a slope



Climbing a ladder



Climbing up

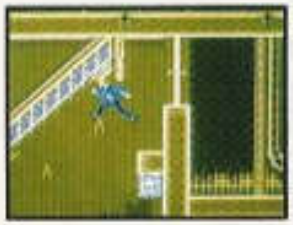
Walking in a crouch

Swimming through water

* When in the water, be careful of the amount of air you have left. A warning message will let you know when it's dangerously low.

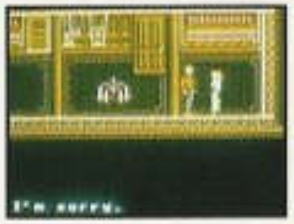
B Button **Used to make your character jump.**

After your character jumps, he can use his hands to climb up on the walls.



X Button **Used to talk to the people left on board.**

Used to talk to the passengers left on board the ship. Add as many people as you can to your party and lead them to the escape hatch (See page 12, Communicating).



Y Button **Used to carry on various actions with other passengers**

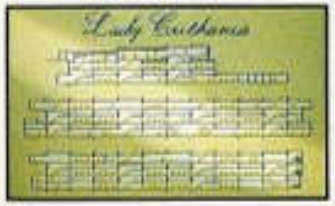
Basic functions are as follows.

- Used to move passengers who have joined your party to your position.
- Used to open doors.

The Y button is also used to communicate with other people during events (See page 12).

Select Button **Shows the map.**

If you're playing as Luke, you can look at the layout map at any time. Use the Control Pad to scroll, the A and B Buttons to reduce or enlarge the map, and the R and L buttons to move clockwise and counter clockwise. Also, pressing the Start Button at the same time will skip the opening event.

+ Luke is the only one who has the map from the beginning.
+ Pushing the Start Button at the same time will interrupt the opening event.

How to Communicate

In the midst of confusion, you, the leader, must calmly and coolly press on. You must conquer the fear and hopelessness of the other passengers. This goal will be very difficult to attain. In order to be successful you must master various conversation techniques. By mastering these techniques you can win the confidence of the others, add them to your party, and take them with you.

Communicating

If you're playing as Luke, you can look at the layout map at any time. Use the Control Pad to scroll, the A and B Buttons to reduce or enlarge the map, and the R and L buttons to move clockwise and counter clockwise. Also, pressing the Start and Select Button at the same time will skip the opening event.

- Luke is the only one who has the map from the beginning.
- Pushing the Start and Select Button at the same time will skip the opening event.

When you are close to the character you want to talk to, the "COMMUNICATION" sign will be displayed. Pressing the X Button will allow you to communicate with that character.

Communicating An Action

When you contact another passenger and the "COMMUNICATION" display appears, press the Y Button. In this way you can communicate your actions. Failing to talk to a passenger may yield unexpected results.

What kind of conversations you have is up to you. Whether you talk to no one and diligently search for the escape hatch on your own, or rescue as many people as you can, is your decision to make.

Answering a character

When another character asks you something, the "ANSWER?" display will appear. Pushing the X Button will allow you to answer.

Ignoring a Character's Conversation

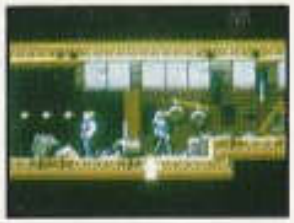
If you don't press the X Button within a few seconds after the ANSWER display appears, you have ignored that character's speech. Observe the character's reaction and move on to the next event.

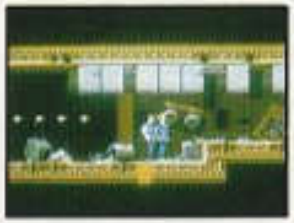
LEADING PEOPLE

You should try to take as many passengers as you can out of the ship. Whether or not you're successful, the game will come to an end. The way to really enjoy this game is not to simply find the escape hatch and end the game, but to save as many people as you can, then take all of the passengers through the impending obstacles. If the game is more than just finding the escape hatch you'll discover the real fun of the game, and these tips will come into play.

Calling to People

You can direct people to a designated spot. Go to the spot you've chosen, and push the L or R Button. An arrow mark will appear, and the others will begin to move to that spot.





You can move around freely while the others are moving. Use the Y Button to start the passengers moving, then wait until they've all gathered in the spot you've marked.

If there is too much distance between you and the other people you will not be able to move them. This technique will not work if there is a closed door between you.

Taking People With You

People are moved in real time. Move them by using the L Button or R Button. The character will follow behind you. When you release the button an arrow mark will appear at that spot, and the other passengers will assemble there.

The lives of all the other passengers are your responsibility. As the leader you will need to use good judgement. If you show indecisiveness, you will not be able to rally the other passengers around you.

MOVING IN WATER

When your character is in water, pushing the L or R Button will raise you to the surface of the water. If you take your finger off the button you will sink and not be able to breathe - try to stay afloat.

Game Over

According to the rules, the ship will sink in 60 minutes and the game is over. Therefore, your hero has unlimited lives inside that time limit. But each time you lose a life, 5 minutes will be deducted from the 60 minute time limit, so repeated mistakes will make it more difficult to find the escape hatch.

When The Hero Loses a Life

- When the hero falls a distance equal to 4 times his height
- When touched by fire or hit by falling objects
- When the time limit expires

When a Passenger Loses a Life

Unlike the hero, when one of the other passengers loses a life they cannot be revived. Use caution when moving other passengers.

- When the passenger's preset physical strength reaches zero.
- When a passenger falls a distance of 4 times their height
- When time runs out

When a passenger's strength is getting low, the fact that he is tired will be conveyed on the screen. You can restore a passenger's strength once by taking him to the arrow mark and letting him rest a few seconds.

Game Over

- When the ship sinks (When 60 minutes have elapsed)
- When you find the escape hatch

Advice on Finding the Hatch

Please try playing the game once before reading this page. If, during game play, no matter what you do you can't seem to get anywhere, please read the following advice. It will help to answer your questions.

If Your Hero Soon Loses a Life

Don't forget that all of the characters in the game are human. If the hero falls from a high place or spends too much time under water, he will lose a life. A well-timed jump will help you avoid danger. If it's not clear whether or not you can make a jump, sometimes it's a good idea to wait until the rotation of the ship makes it possible.

When the ship starts to shake, it's a sign that the ship is going to tilt. When it tilts you must readjust your position. Each time the ship tilts, you will be able to reach places that you couldn't get to before. Always keep the angle of the ship in mind.

When Time Is Short

Once the 60 minute time period elapses, the ship will fully submerge and the game is over. Even while you're talking to people time is slipping by. In order to save time, you may elect to sometimes leave other passengers behind.

When You Can't Pass an Obstacle

There are obstacles which will cause your hero to lose a life just by touching them. In the interest of speed, avoid passing in front of them. Since there is more than one way to get to the escape hatch, always be aware of what you're doing at the moment. There are also obstacles that you might want to pass up because of time restraints.

Leading Other People

There is a technique for calling people from a pre-determined distance (Pushing the L or R Button once). Once you call them, you can save them by gathering them together anywhere you want by using the Y Button. They will not get tired if they are in a safe place, but it is not to your advantage if it takes too much time.

It is just as important to keep track of time as it is to save people. If you want to lead people quickly, there is a technique that's useful for that purpose (Pressing the L Button or R Button while moving). They cannot move as fast as the person leading them, but if you don't help them along, they will quickly tire.

Conversation Techniques

At no time in the game is it absolutely necessary to answer other people. In particular, when the "ANSWER" display is on, even if you don't push any buttons the conversation will continue. When dealing with excited passengers, try to deal with them calmly and rationally. It's important to get them to join you as quickly as possible.

NOTES

NOTES

90-DAY LIMITED WARRANTY

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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